

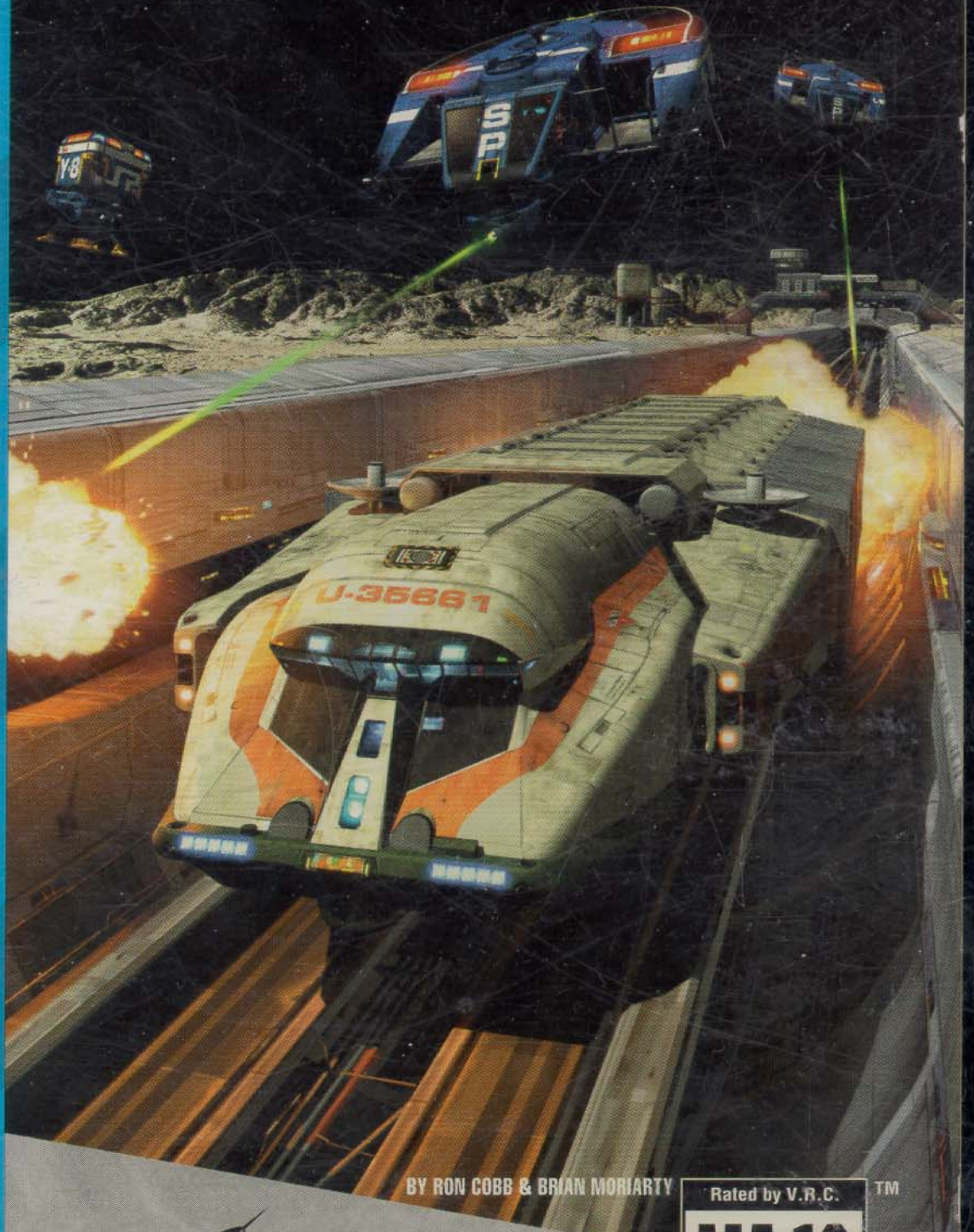
SEGA

ROCKET SCIENCE GAMES™

LOADSTAR

THE LEGEND OF TULLY BODINE™

SEGA CD



BY RON COBB & BRIAN MORIARTY

Rated by V.R.C.™



LICENSED BY SEGA
ENTERPRISES, LTD. FOR PLAY
ON THE SEGA CD™ SYSTEM

MA-13
Parental Discretion
Advised.
General Audiences

WARNING

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EPILEPSY WARNING

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Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Repeated or extended use of video game on large-screen projection TVs should be avoided.

HANDLING YOUR ROCKET SCIENCE CD

This Rocket Science CD disc is intended for use exclusively with the Sega CD™ System. The disc is not indestructible. Do not bend it, smash it, fling it, submerge it in fluids or feed it to any living creature. Do not leave it in direct sunlight or near a stove, furnace or other source of heat. We know you really love gaming and all, but please take occasional breaks during extended play to rest yourself and the CD — and to maybe to think about getting a real life.

KEEP YOUR ROCKET SCIENCE CD DISC CLEAN. Always hold by edges and keep it in its case when not in use. Clean with a lint-free, soft, dry cloth — wiping in straight lines from the center to edge. Never use solvents or abrasive cleaners.



This official seal is your assurance that this product meets the highest quality standard of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

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LOADSTAR

THE LEGEND OF TULLY BODINE™

For Technical Assistance call: 415-508-8461
On the Internet, find Rocket Space at: www.rocketsci.com
Send E-mail to: mort@rocketsci.com
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The earth-moon system is the trading hub of the entire inhabited solar system and its primary freight depot is Mendaleev. Located on the back side of the moon, Mendaleev spans the entire floor of a huge crater of the same name. In the center are the high-rise pressure domes of Mendaleev city. Spreading outward from this center in all directions are thousands of loading bays all serviced by a vast web of 'mag lev' taxiways. Mendaleev crater is found just above the lunar equator near the middle of the far side. There is a good reason for this particular site.

Centered on the southern edge of the depot and paralleling the lunar equator for a thousand miles in each direction, a launch/landing rail has been constructed straight as a laser beam across the lunar landscape. Looking like an elevated, metal-surfaced freeway, this megastructure is literally a highway into space. Using electromagnetic levitation and linear induction, the landing half of the rail, five-hundred miles to the west, can capture and decelerate all unpowered spacecraft which arrive by swinging over the airless moon, parallel to and just above the rail, in extremely low, but high-speed orbits. The launch rail, extending five-hundred miles to the east, can accelerate and catapult spacecraft completely off the surface of the moon. It's all a matter of economy. For one week in every lunar month, the orbital movements of the earth and moon plus the small rotation of the moon all add up to one free, colossal kick in the pants if you're interested in getting somewhere else in the solar system.

A modest amount of solar-powered electrical acceleration from Mendaleev's launch rail can easily and cheaply catapult huge spacecraft to midtown escape velocity. They can then set course to anywhere else in the solar system after a short burn of their fusion rocket engines.

THE TAXIWAYS

All massive airless moons and planets (Mercury, Earth's moon, Ganymede, Europa, Callisto, Rhea, Iapetus, Titania, Oberon, Triton and Charon) impart enough weight to a grounded, fully loaded truck that a mechanical means of transport around the depot is required for loading and unloading. This is accomplished through the extensive use of electromagnetic levitation and induction taxiways.

Every utility transport has standard retractable landing struts that allow vertical landing with four small fusion rocket engines and two retractable levitation coils or swiveling 'trucks' (like an old railroad coach) for electromagnetic landing and launch, if such rails are provided. The coils of the utility transports fit snugly in the trough-like trackways with only two feet of levitated clearance all around. These coils also allow for transport along the mag lev taxiways.

As in ancient Rome, roads are vital to the material needs of any empire. The roads that span the sun's great planetary disc are invisible lines drawn by gravity, but just as vital to humanity's largest empire.

The task of moving raw materials, food and manufactured goods over these invisible roads falls mainly to fleets of immense automated space freighters called 'utility rails'.

A small number of these 500 foot long, flying boxcars are privately owned by a subculture of eccentric men, women and otherwise who prefer to live onboard their craft and directly pilot them like the earth-bound truck drivers of long ago.

They're the system's last individuals, humans who prefer the restless solitude of a freight haul from Mercury to Pluto. Many stereotype these throwbacks as gypsies, outlaws or worse, and dismiss their colorful rigs as 'Jump Trucks.' The truckers themselves, however, proudly refer to themselves as 'Outrollers'.





Tully Bodine

Some might think of Tully as just another battered, over-the-hill 'Outroller' hauling freight between Mars and the moons of the system's gas giants aboard his equally battered space freighter 'Loadstar'. But to the hardy colonists of the frigid outer system, he's a colorful character in a monochrome wilderness, greatly admired for his many acts of selfless assistance in their struggle to survive.

To his fellow Outrollers he is simply a legend, a strong but fair competitor and the best damn trucker in the system.

Tully is earth born, a 'midtown' as the Outrollers would call him. But to Tully midtown is a place of dark and terrible memories. In his youth as a United American Ranger, Tully fought in the terrible terrestrial war against the fanatical 'True Light' fundamentalists. After his stint in the service and ten years as a merchant spaceman, Tully migrated to Mars colony where he became an Outroller.

These days Tully avoids midtown as much as he can.

Molly Matlock

Molly is Tully's long time girl friend. She owns and runs a pub at Eros Chasm. Molly was nineteen when she met Ranger Corporal Bodine and Sergeant Wompler on her first trip to earth to visit her grandparents. It was shortly after dating Wompler that she fell for Tully and began a torrid relationship that lasted five years. When it ended, Molly traveled, lived and worked around the earth for many more years before returning to Mars only to take over the family business at age thirty-two.

Eventually Tully returned to Mars to become an Outroller and their relationship resumed.

Molly has convinced the veteran Outroller to give up the lonely, rollin' life and settle down on Mars colony where they will go into the hotel business together.



Mortimer

Mort is Loadstar's onboard computer. He's an omnipresent, artificial intelligence with massive computing power and enthusiastic good humor. Unfortunately, over the years and under Tully's influence, Mortimer has developed into a cosmic-grade cynic. Tully attempts to keep Mortimer tolerable by insisting that he wear a happy face display at all times.



Francis Wompler (Sheriff)

Francis Wompler is sheriff of Lunar Federal Territory. He is one of those authority junkies that does everything by the book. Unfortunately it's his own book and the rule on page one is, never lose.

Like Tully, Francis was born on earth. He joined the Rangers when he was seventeen and bullied his way to sergeant in nine months. Here he met Corporal Tully Bodine. For the duration of the 'True Light' war, Francis and Tully were rather unlikely buddies. It was while both were on leave in St. Louis that they met Molly Matlock. Tully's affair with Molly turned Francis into a loser and a lifelong enemy of Tully Bodine.



Vern Wompler (Wompler's Nephew)

Vern greatly admires his uncle Francis and would be just like him if he processed a few more I.Q. points above a pineapple. Having failed in his bid to enter law enforcement, Vern has chosen the colorful, rather uncomplicated life of an Outroller.



William Snid

Snid grew up among the youth gangs preying upon the tourists and merchant spacemen of Mendaleev depot.

Always eager to please, Willie quickly rose up the ranks of Mendaleev organized crime by being the little twit willing to do everyone's dirty work.



Rat Bag Baxter

Rat Bag is out to be number one — the Outroller's Outroller, a position currently held by Tully Bodine. This is the sole basis of the big man's relationship with Tully. With an attitude ranging from grudging respect and envy to irritation and psychotic competitiveness, Baxter is the curse of Tully's life.

LOADSTAR VEHICLE

THE NOVA UD2

Tully Bodine's Loadstar is a vintage Nova UD2, one of the biggest and fastest utility transports ever built. He purchased it in two parts starting with the used cab/ship he bought in 2094 using money he had saved from eight years as a merchant spaceman. Tully got the cab up and rolling two years later and used the stubby, aerodynamic craft to ferry small cargoes up and down from the Martian surface to Phobos and Demos. Recognizing his natural talent, a local trucking company hired Tully, certified him as an Outroller and provided him with a deep-space, 450 foot long Nova freight frame with two fusion engines. A freight frame carries sixteen removable freight modules and, unlike the cab, can only dock in orbit or set down on an airless asteroid, moon or planet.

After one year of hauling enormous loads between Titan and Mars, Tully grew tired of working for a company that would prefer he were a robot. So, in 2097 he purchased the freight frame, named the entire rig Loadstar and became an independent.

The rest is legend. In 2099 he purchased four Rolls Royce RH-12 thrust tunnels from military surplus. He mounted the engines himself in a pressurized dry dock on Demos. He put two in the cab and two on the aft end of the frame. Tully then acquired and installed a cybernetic persona to look after them, a persona he named Mortimer Nerd. The 500 foot long Loadstar is now the fastest privately owned utility in the solar system.

LOADSTAR TIPS

Always listen to Mortimer. He's there to help.

SAP

YUTANI SSAP-L SOLAR SYSTEM AUTOMATED POLICEMAN THE 'SAP' OR 'COP TOP'

A Yutani SSAP-L (Solar System Automated Policeman) is a common sight throughout the inhabited solar system.

Universally called SAPs, these small (two meters high), fully robotic devices are designed to augment police operations, but only in settlements located on airless planets and moons. In a vacuum, SAPs can fly about and hover utilizing three vectored, hypergolic thrusters located high on the corners of their triangular hulls. This provides pendulum-like stability near the surface of a large massive body.

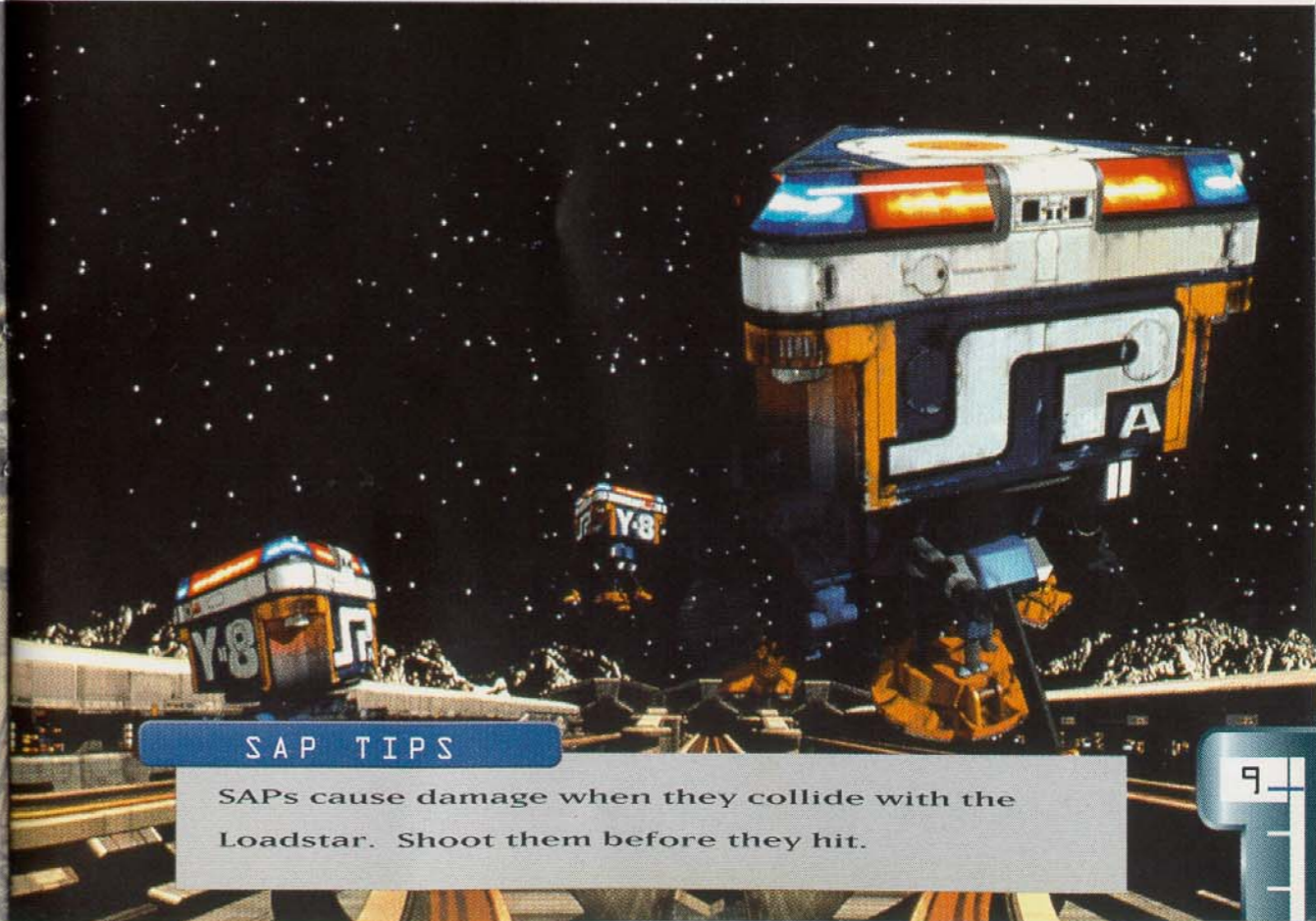
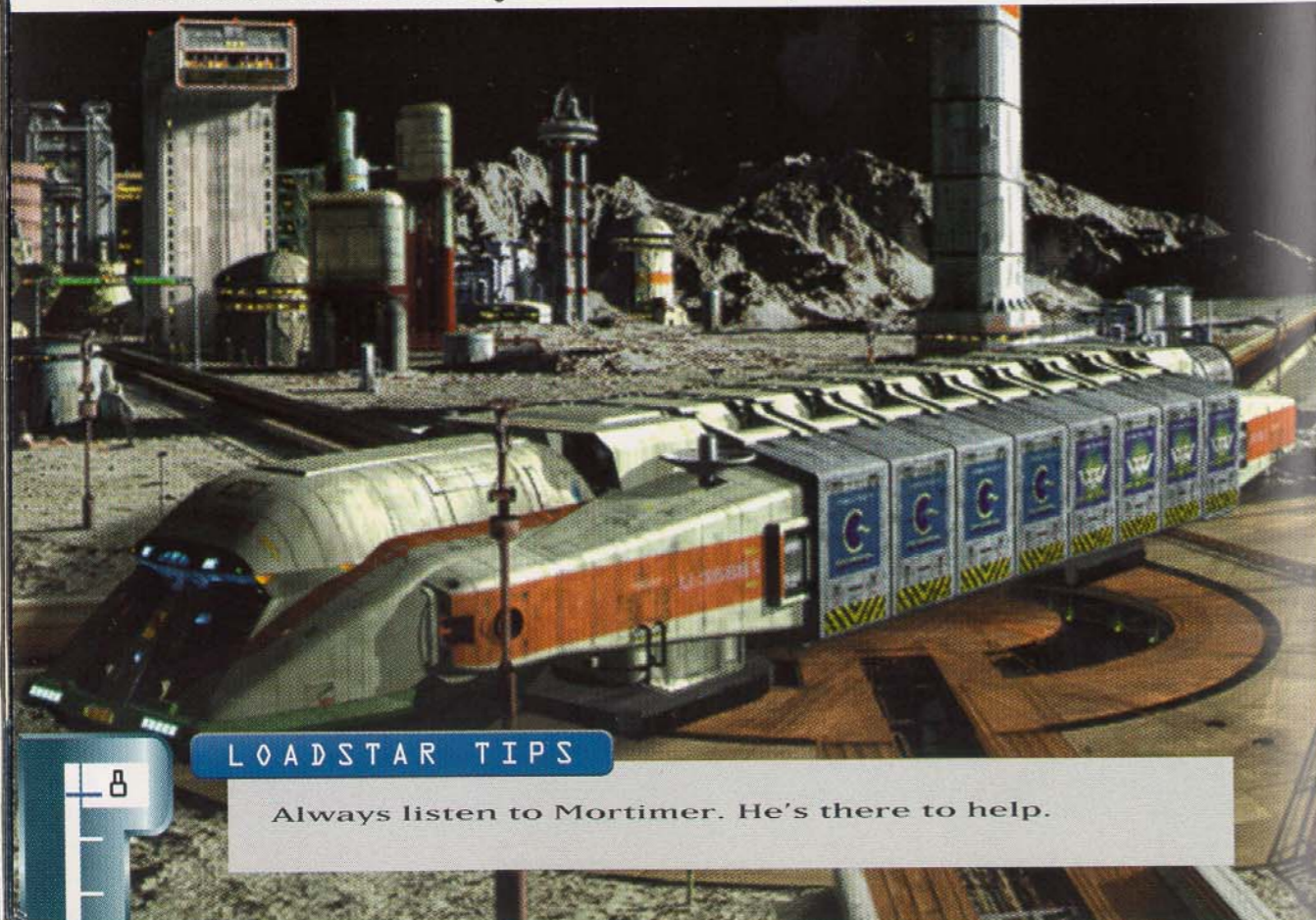
An onboard Shiva3000 optical processor with A.I. programming gives the SAPs independent operation, but all SAPs can be remotely piloted when necessary.

SAPs conduct surveillance and can offer advice as well as lawful commands, but aside from blocking the way and calling for a manned 'Toaster' as back up, most SAPs are unarmed.

Pictured here is the exceptional SSAP-LG fully equipped with a railgun and an anti-riot vapor cannon.

SAP TIPS

SAPs cause damage when they collide with the Loadstar. Shoot them before they hit.



TOASTER

YUTANI 505L-TPC TACTICAL POLICE CRUISER LUNAR MODIFICATION THE 'T' CRUISER OR 'TOASTER'

The Yutani 505L tactical police cruiser or 'Toaster' is a manned and armed spacecraft designed for reactive flight over a massive, airless body such as the moon. Reaction is provided by a single Denudan IC-27 fusion rocket engine mounted centrally and vectored for hover and ballistic free flight.

T cruisers require onboard piloting and weapons management by a crew of two and are sometimes paired with an unmanned SSAP.

A turret mounted, Goyell 62-caliber railgun with active cryodamping for superconductivity and sustained fire is the Toaster's single weapon. Targeting is acquired by aligning holoradar data and the aiming point with the sight line of the weapons officer while wearing a helmet slaved to the gun turret.

Toasters are held in reserve from ordinary policing and are only deployed for major civil disruptions.

AX

SYSTEM GUARD SHIVA AA-X3 AUTOMATED AND ARMED EXPERIMENTAL DRONE THE 'AX'

The AX is an experimental, automated and armed drone. It is a longer range, smarter version of the SSAP and meant to replace it. With four Basille AF-2 mini fusion engines and a stereo pair of Goyell 88-caliber rail guns, the AX is a very impressive civilian and military enforcer. It is also unpredictable. An onboard, miniaturized SHIVA7000 optical processor gives the AX complete autonomy. The only constraint on its operation would come from, in the case of police work, internal interpretation of the law and external commands assessed as lawful. At least that was the plan. An earlier AA-X2, on a trial run at the Liddy proving grounds on Io, suddenly and inexplicably attacked a portable espresso machine, injuring two of the scientists.

TOASTER TIPS

Warning; Toasters always attack when fired upon.

AX TIPS

Your shield will thwart an AX's powerful rail guns. Use it.

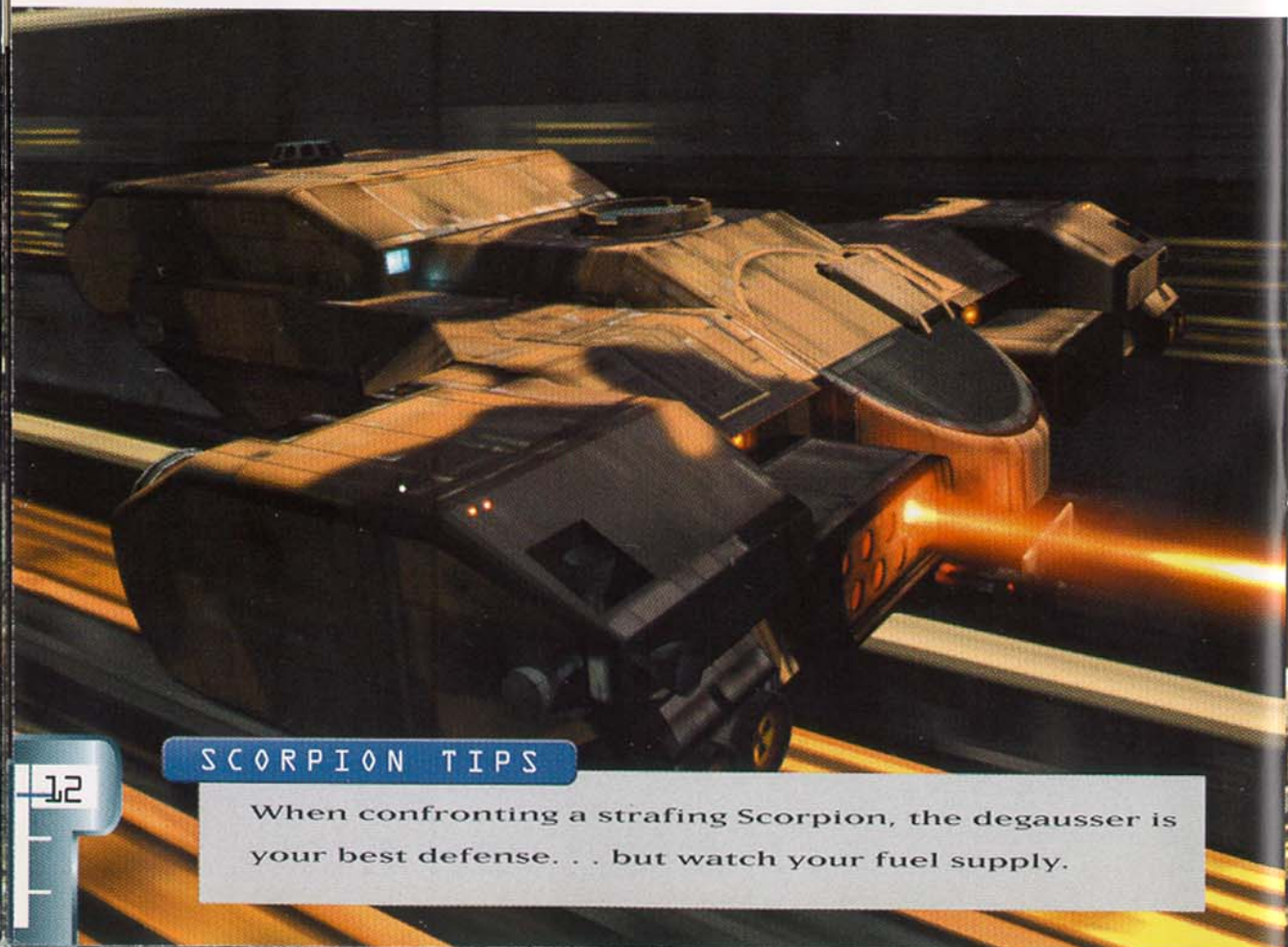
SCORPION

SYSTEM GUARD SAAB SA-10A SURFACE ATTACK-AUTOMATED JUMP TANK THE 'SCORPION'

The SA-10A Scorpion is an automated, highly armored and armed, military spacecraft deployed by the System Guard and used most often to back up System Police. It has a surface attack mission profile, meaning that it is a ship confined to reactive and orbital flight around a massive airless body like the moon.

The Scorpion's extensive armor gives the craft an almost aerodynamic appearance complete with 'wings', but it is a true VSV (vacuum surface vehicle). It is also extremely well endowed with reactive power. The SA-10A is powered by six, Basille J605 (Tokomak) fusion engines mounted in pairs at the craft's tri-lift points.

The Scorpion's small size is deceptive when evaluating its fire power. The SA-10A carries four complete weapon systems: a pair of Goyell 80-caliber railguns, two thermal lasers and eighteen Venom missiles with ordinance morphing. But, the real sting of the Scorpion is located in two bays of the forward engine pods. Here, four Bludgeon missiles are stowed in their own launch tubes. The Bludgeon has all the seeking capabilities of the Venom, but twice the range and sixty times the explosive yield! Each missile carries a small fission warhead, a 2.2 kiloton designer nuke, with enough power to evaporate Happystation.



SCORPION TIPS

When confronting a strafing Scorpion, the degausser is your best defense. . . but watch your fuel supply.

HUD

HEADS UP DISPLAY

COMPASS HEADING

Mendaleev has many complex taxiways. Use your compass to guide you towards your destination.

LIVES LEFT

Drive carefully.



SCORE

For those of you so inclined, track your progress. Good luck!

SHIELD ENERGY LEVEL

The Megashield drains energy quickly, and it recharges slowly. Use sparingly.



FUEL

Once you run low on fuel the degausser stops working. You'll need your reserves to successfully launch.

DEGAUSSER

Depress your A & B buttons simultaneously to send out a powerful electromagnetic shock wave. Remember, you must obtain fuel before using this device.

DAMAGE INDICATOR

The level of damage (in %) sustained by Loadstar.

ELEVATION

Your distance from the track in centimeters.

TAXIWAY STATUS

HULL INTEGRITY INDICATOR

This display shows what part of Loadstar was most recently hit by enemy fire.

STATUS BAR

When it says 'terminal', that's not a good thing.

WEAPONS

HORN

The Magi 6A-20 All-Hailer is more than a sound maker. It 'warns' slower traffic to speed up and turn aside by projecting a narrow-beam, radio pulse directly to the control computers of the lagging vehicle. This warning lasts no longer than one tenth of a second before the vehicle is forced to comply! Of course truckers aren't supposed to have or use them. Tully picked his up from a flea market on lo.

SAPPER

A 'Sapper' is a directional jammer that can scramble SSAP control signals until the little 'cop tops' go bonkers and explode. It is completely illegal for anyone but the police to possess one. Tully acquired his as a gesture of gratitude from a retired cop that got himself into a bit of trouble. A very handy device to possess.

SHIELD

A small, directional nitrogen cannon that can act as a shield by deflecting hypervelocity railgun fire. Tully uses it for protection against armed hijackers.

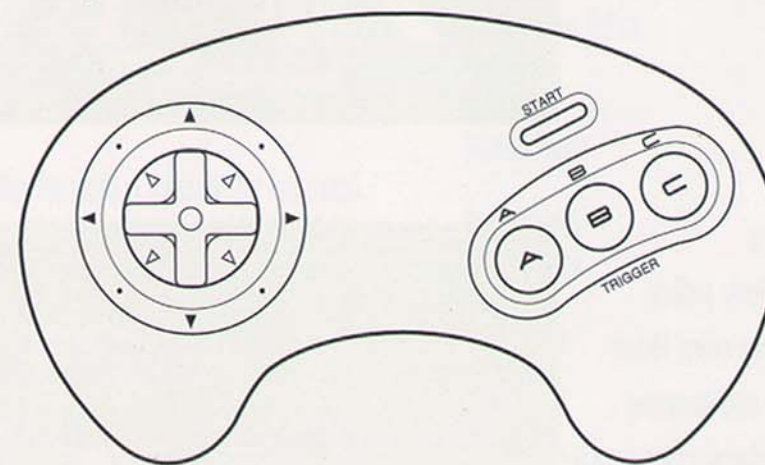
MEGASHIELD

A large, unidirectional nitrogen blast that blocks all oncoming fire. This shield draws its energy from the track while tooling around the moon.

DEGAUSSER/DEPOLARIZER

When Loadstar has fuel and is on a mag lev taxiway, the onboard, fusion powered generators can send enough voltage through the truck's levitation coils to reverse the inductive or motive force of the taxiway. This imparts a rolling depolarization and discharge 200 feet ahead of the truck, an arc of electrical energy capable of frying anything on or near the taxiway surface. If nothing else, this weapon is an effective method of deterring Toasters and Scorpions.

1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears. NOTE: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.
3. Open the disc tray or CD door. Place the LOADSTAR: THE LEGEND OF TULLY BODINE compact disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD logo is on screen, press START to begin the game. If the control panel is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin. NOTE: If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.
5. When the title screen appears, press any button to display the game menu.
6. To get to the options screen in game play, press start to pause then A+B+C buttons.
7. Use your D-PAD to highlight your game choice. Use your D-Pad to toggle through your choices. In the options screen use your D-Pad to:
 - Select your level — to advance you must play through the levels in order but once you've conquered a level, you may return to it at any time
 - Watch a game demo
 - Scan technical data of the vehicles featured in Loadstar
 - Preview Cadillacs and Dinosaurs™, another great Rocket Science Game
 - Review game credits
8. Press any button to begin your joyride.



D-PAD

Steers the Loadstar, aims your Sapper and positions your Shield

A Button

Honks the Horn to move slow traffic out of your way

Start Button

Skips Introductions
Pauses game play

B Button

Locks the Shield onto enemy fire

A+B (or X)

Fires Degausser (Level 3 only)

C Button

Fires the Sapper

B+C (or Z)

Activates/Deactivates Megashield



LEVEL 1

Level one is full of SAPs. Although they don't fire at you directly, they will smash into the Loadstar, and damage can be fatal.



LEVEL 2

Level two is patrolled by the robotic AX vehicles. They're not your friends, so get them before they get you.



LEVEL 3

The entire Mendaleev police force is after you by now! Head for the launch rail and beware of your fellow truckers.



OUTROLLER SLANG

ALCATRAZ
Earth's moon

BACKSIDE
Far side of the moon

BIG POTATO
Phobos (Largest moon of Mars)

CRYOSUSPENSION
A state of suspended consciousness through extreme cold. Method of choice for prisoners serving out their terms.

DEW
Deuterium fuel

FRAME
A full load of 16 freight modules

JECTOR
Trajectory

JECTOR - TOO FLAT
Too fast

JECTOR - TOO BENT
Too slow

'JUMP'
A term designating the mode of transport for any spacecraft that "flies" over the surface of a massive, but airless planetoid or moon using vectored reaction jets

JUMP CAN
Any small utility spacecraft

JUMP RAIL
Freight ship (acceptable term)

JUMP TANK
See Scorpion

JUMP TRUCK
Freight ship (derogatory)

MIDTOWN
Earth/moon vicinity

THE OUTER
Solar system beyond Mars

ROCKHEADS
Mars state police

ROLLING
Unpowered trajectory

SCORPION (see also JUMP TANK)
A manned, heavily armed and armored military attack ship (used exclusively by the System Guard). There are also automated or unmanned, remotely piloted versions of this craft

SMOG
Venus

SNOW BALL
Titan

SSP
Solar System Police

or **SP**
System Police

SUBURBIA
Mars vicinity

TOASTER
Police ship

UTILITY TRANSPORT
Freight ship (official)

VU
Velocity unit = 1 km per second

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Ward
Toaster
Mort
SAP

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Tammara Wells
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Line Producer

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Production Assistant
Production Assistant
Production Assistant
Production Assistant
Craft Service
Script Supervisor
Casting Director
Fight Coordinator

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George Baker
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Assistant Camera
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Still Photographer

Electric Department
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Anthony John
Colin Edwards
Kevin Harrop

Gaffer
Best Boy Electric
Electric
Swing

Grip Department
Irv Gorman
Gene Rivera
Scotty Graves

Key Grip
Best Boy Grip
Grip

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Lisa Parmet
Rosanne Fiedler

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Assistant Stylist
Assistant Stylist

Make-Up/Hair
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Danielle Russell
Cinzia Zanetti
Susan Seligman

Key Make-Up
Key Hair Stylist
Make-Up
Make-Up

Cast

Starring
Barry Primus
Ned Beatty

Tully Bodine
Sheriff Wompler

Principals
Michael P. Byrne
Cristi Conaway
John Beatty
Prince Hughes
Craig Ryan Ng
Jolie Jackunas

Snid
News Anchor
Vern
Rat Rag Baxter
Helium Head O'Bannon
Nails

Featured
Tony Cox
Michael Anderson
Steve Randazzo
Paul Quinn
Richard Haje

Bartender #1
Bartender #2
Moon Dog
Deputy #1
Deputy #2

Extras
Gary Willison
Scott Schauer
Earnest L. Brown
Patrice Quinn
Regana Redd
Pamela Sillman
William Richards
Tamara Lunt
Lynn Zeigler
Steve Friedlander
Karen Sempertegui
Peter Barrett
Veronica O'Donovan

Bouncer
Trucker
Trucker
Strange Character
Waitress
Worker
Worker
Waitress
Bar Character
Bar Character
Bar Girl
Man in Silly Hat
Camel Bay Betty

Packaging and manual design
Three 8 Creative Group

ROCKET SCIENCE GEAR

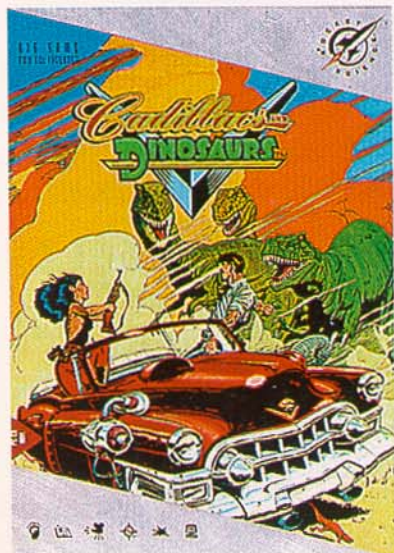


A. LOADSTAR T-SHIRT

100% cotton, black short-sleeve T-shirt. Features small Rocket Science logo on front. Large, full-color illustration of contraband space camel on back.

Order Numbers: LRG #01008; XL #01009. \$16.

B.



B. CADILLACS & DINOSAURS CD-ROM

Welcome to the Xenozoic age, a world 600 years in the future, where dinosaurs of the past co-exist with men and women of the future in a frenzied struggle for survival. Based on the popular graphic novels by Mark Schultz, the game features unique 2.5 D animation process, full-motion video, and original CD music score.

PC #10020 \$69.99 Sega #20020 \$59.99

C. LOADSTAR CAP

100% cotton, adjustable Loadstar cap features embroidered two-color Loadstar logo on front. Order #01015. \$15

D. "TRANS TEMPORAL" LOADSTAR CAP

100% cotton, adjustable black cap features embroidered logo of the Trans Temporal Corporation on front, Loadstar logo on back. Order #01016. \$15



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DO NOT RETURN YOUR ROCKET SCIENCE COMPACT DISC TO YOUR RETAIL SELLER. Please call Rocket Science Customer Support at: 415-508-8461 to receive warranty service in the U.S. or Canada. If the Rocket Science technician is unable to solve the problem by telephone, he or she will provide you with instructions on returning a defective compact disc, postage pre-paid, with proof of date of purchase, to Rocket Science.

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If your Rocket Science compact disc requires repairs after termination of the 90-day limited warranty period, you may contact Rocket Science Customer Support at the number listed above. If the technician is unable to solve the problem by telephone, he or she will advise you of the estimated costs of repair. If you elect to have the repair done, you will need to return the defective merchandise, postage pre-paid and insured against loss or damage, to Rocket Science Customer Support with an enclosed check or money order payable to Rocket Science Games, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your repair payment will be refunded.

LIMITATIONS ON WARRANTY

EXCEPT AS SET FORTH HEREIN, ALL WARRANTIES, INCLUDING IMPLIED WARRANTIES ARE DISCLAIMED. IN NO EVENT SHALL ROCKET SCIENCE GAMES, INC. BE HELD LIABLE FOR CONSEQUENTIAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on warranties, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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